

A VERY GOBLIN CHRISTMAS

A CHRISTMAS ONE-SHOT



A 3-hour adventure for four 1st-10th level characters

BY ROBERT REINHARDT

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GOBLIN CHRISTMAS

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"Me takey your presents!"

—*Santa Goblin*

Summary

The players are hired to transport presents to an orphanage in a nearby village. Along the way goblins steal the presents as well as most of the players' items.

The players follow the tracks up a nearby mountain with unnatural snow falling upon it. Along the way they encounter several hazards and are ambushed by goblins.

Once they reach the cave at the top the players find the goblins have been wrapping up stolen goods and placing them beneath a gigantic Christmas tree. Unwrapping the present reveals all sorts of random and wondrous items, which the players can freely use.

Santa Goblin shows up and attacks and chaos ensues.

Defeating (or being defeated by) the Santa Goblin causes all the items from the presents as well as all evidence of the goblins to disappear and the weather returns back to normal. The only thing that remains are the presents meant for the orphanage. The players then finish their journey by safely delivering the presents to the orphanage and are rewarded with a present of their own.

The Adventure Begins

The players are hired by a generous local noble named Haas Monet to escort a wagon of presents to an orphanage run by two nuns in a nearby village named Sister No and Sister El. Any small village that is more than a days journey from the players' start point will do. Traveling during the day the group encounters nothing noteworthy except for an exceptionally wonderful day. Unknown to the players, goblins working for Santa Goblin are magically sneaking around the area stealing anything of value to be wrapped and placed beneath their Christmas tree. When the players awaken after the first night they find that the wagon and any items not worn by the players are gone. Even if the group had someone on watch throughout the night, they either fell asleep or were knocked unconscious.

On a successful DC 10 Wisdom (Survival) check players find goblin tracks leading up through the brush towards a nearby snow covered mountain. Upon closer inspection the players notice that even though the day is clear, without a cloud in the sky, snow appears to be falling on the mountain. It is easy to deduce that it must be magical in nature.

The players will hopefully realize that because they will need to travel through the snow to recover their wagon and stolen items that they will need to acquire cold weather gear. They may need to be prodded into doing so because traveling without such gear can end up making the journey much more difficult. The cold temperatures will prompt Constitution Saving throws unless such gear is worn.

If the players head to the village first to acquire the cold weather gear they overhear gossip about a string of thefts throughout the area. The only lead being that goblin tracks have recently been reported around town, however no goblins have yet been sighted.

Once the players begin their journey up the mountain proceed to the next section.

The Mountain

As the players step onto the base of the mountain they feel the temperature plummet to well below zero. They recognize that if they are to continue they will be putting themselves at risk of freezing and may wish to turn back to get cold weather gear if they haven't already. If they have prepared for the cold they will recognize that their clothing is protecting them from the effects of the cold. The climb is expected to take four hours.

Whenever the temperature is at or below zero degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

The players have a series of encounters as they climb the mountain. The weather, which changes erratically as they climb, can play an important role in these encounters. Roll a D4 before each encounter to determine the weather.

Weather

| D4 | Weather |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Snowing Heavily: Everything within an area of heavy snowfall is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight |
| 2 | Strong Wind: Strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open |

flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

3 Blizzard: Both Heavy Snow and Strong wind occur at the same time.

4 Clear

Encounters

Number Encounter

1 Freezing River: A river crosses the path. Several large stones span the width and can be used to traverse it. Players must succeed a DC 10 Dexterity (Acrobatics) check to cross without falling in. Add 5 to the DC if the weather is High Winds or Heavy Snow or 10 if it is a Blizzard.. Failure means the player falls in and must find a source of heat to warm themselves and dry their clothes within a number of minutes equal to their Constitution Score or face hypothermia. If there are high winds it is impossible to keep a fire lit so some other form of warmth must be found. Once hypothermia sets in they will need to succeed a DC 10 Constitution saving throw every minute or gain one level of exhaustion. It takes roughly one hour for players to dry out their clothes and warm up enough to continue after a source of heat is found.

2 Deep snow: The snow is unusually deep making traversal extremely challenging. Unless the group has snowshoes or some magical means of crossing the snow each player must succeed a DC 12 Strength (Athletics) check to cross unhindered. The entire party will have to succeed otherwise an additional half hour is spent waiting for their companions to catch up. Goblin tracks are easily seen in the deep snow. It is clear they came through not long ago.

3 Snow Covered Crevice: A 10 foot deep crevice has been covered up by the snow. The first player in the group must succeed a DC 10 Wisdom (Perception) check to notice the slight depression and avoid falling in (with disadvantage if it is Snowing Heavily). Failure causes 1d6 bludgeoning damage from the fall.

4 Confusing Terrain: Players must succeed a DC 10 Wisdom (Survival) check to find the right way through the repetitive terrain. Add 5 to the DC if the weather is Snowing Heavily or 10 if it is a Blizzard. On a failure an extra hour is spent finding the right path. Eventually the players stumble upon one of the presents meant for the orphanage confirming they're back on the trail.

5 Mistletoe trap: A sprig of mistletoe hangs in the branches of a tree the players pass beneath. Players must succeed a DC 15 Wisdom (Perception) check (with disadvantage if it is Snowing Heavily) to detect it. It triggers as soon as a creature passes underneath, giving off a high pitched whine before exploding in a

10 foot radius of frost causing 1d10 cold damage. The shrill warning gives the players a chance to jump out of the area of effect. A successful DC 15 Dexterity save avoids all of the damage. If there is strong wind present the players will not hear the warning and automatically fail this check.

6 Sheer Cliff: The path leads to a cliff face that rises straight up 50 feet. To successfully scale the cliff requires a DC 10 Strength (Athletics) check. Add 5 to the DC if the weather is High Winds or Heavy Snow or 10 if it is a Blizzard. 2d6 bludgeoning damage on failure from falling unless using a climbing kit. If anyone in the group fails the check add an extra half hour of time passing as the group waits for everyone to reach the top. Alternatively, the group can spend an extra hour finding different way past the cliff.

The Ambush

Battlemap: Mountain Path

Soon after making it past the cliff, four **goblins** lie in wait to ambush the group. The numbers of goblins can be adjusted to fit the average level of the group. See "Adjusting Encounters" for suggested numbers.

The goblins have advantage on stealth if it is Snowing Heavily or if there is a Blizzard. If the players don't spot the goblins, then they wait until the group has walked into the middle of their trap and take a surprise round.

Each goblin carries a magical carrot that they may throw on the ground to summon a **snowman** (see stat block below) to fight for them. Doing so takes a bonus action and can only be used once per goblin. The carrots are one time use. Pulling the carrot from the head of a snowman will instantly kill it.

Remember, if the weather is Strong Wind or Blizzard, Ranged attacks will have disadvantage. The goblins will know this and adjust their plan accordingly.

The goblins are up on areas of raised stone and can be reached by climbing up the steep embankment. The embankment is considered difficult terrain. If the weather is Snowing Heavily or a Blizzard any creature entering the embankment has to succeed on a DC 10 Dexterity saving throw or falls prone.

If the goblins believe that they are losing the fight they will attempt to flee North to lead the players into the "Avalanche Trap".

Snowman

Medium construct, unaligned

Armor Class 12 (natural armor)

Hit Points 9 (2D8)

Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 12 (+1) | 10 (+0) | 3 (-4) | 8 (-1) | 1 (-5) |

Damage Immunities poison, psychic, cold

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive perception 9

Languages understands the languages of its creator but can't speak

Challenge 1/8 (25XP)

False Appearance. While the snowman remains motionless, it is indistinguishable from an inanimate snowman.

Immutable Form. The snowman is immune to any spell or effect that would alter its form.

Magic Resistance. The snowman has advantage on saving throws against spells and other magical effects.

ACTIONS

Snowball. Ranged Weapon Attack: +3 to hit, reach 20/60 ft., one target. Hit: 3 (1D4+1) bludgeoning damage.

Stick Arms. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1D6+1) slashing damage.

The Avalanche

Battlemap: Cave Entrance

If the players are chasing the fleeing goblins, two **goblins** stand ready at an avalanche trap. They wait until their allies are past and then release the logs holding back a torrent of snow as soon as the first enemy draws near. Otherwise, they wait in hiding until they think they can catch the greatest number of players in their trap.

A head pops up from behind the ridge before you, then another. Two goblins look down and begin laughing in glee before disappearing behind what appears to be a wall of logs several feet high. A soft creak of wood can be heard as if someone were levering the structure from behind. Slowly, the thing begins to tip forward. Rope snaps and the logs give way to a torrent of snow and rock no longer being held back by the makeshift dam.

The avalanche catches the group by surprise and fills the narrow canyon before anyone can react. It pushes all creatures caught in its path back 60 feet, knocking them prone and causes 1d10 bludgeoning damage. When the avalanche stops, the snow settles and buries creatures in it. A creature buried in this way is blinded and restrained and has total cover. The creature gains one level of exhaustion for every 5 minutes it spends buried in the snow. It can try to dig itself free as an action, breaking the surface and ending the blinded and restrained conditions on itself with a successful DC 15 Strength

(Athletics) check. A creature that fails this check three times can't attempt to dig itself out again.

A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the snow. Once free, that creature is no longer blinded or restrained by the avalanche. The ground up until where the avalanche started is now difficult terrain.

Any remaining goblins will stop to watch for survivors and will attack any players that crawl free of the snow. If the goblins believe they are losing the fight they will flee North to the cave entrance to make their final stand.

You've reached what appears to be a camp of sorts. The snow has been trampled into mud and near the middle you see the remains of a fire-pit, used not long ago. On the far side of the clearing there is a cave entrance and beside it the horse and wagon you used to haul the presents in. Unfortunately, there are only a few presents still remaining in the wagon.

The fighting can be heard by the goblins inside the cave. It is up to the DM whether to have them come out to join the fight or to prepare to defend themselves inside the cave. If not alerted they will be inside wrapping presents.

Christmas Cave

Battlemap: Christmas Cave

The Eastern end of this cavern contains several tables covered in toys. Boxes and wrapping paper litter the floor where odd assortment of presents are in the process of being wrapped.

The Western end of the cavern has a table, which stands against the wall and holds an assortment of uneaten cookies, candy canes and a kettle of hot cocoa. Two more tables in the middle of the room hold several mugs and plates, which are adorned with numerous crumbs. On the far wall a goblin stands warming itself by a stove.

There is a passage leading to the North but a shimmering barrier blocks the way. Above it hangs a plaque etched with the messy handwritten words, "Only sweetest can enter."

If the players did not engage in combat outside the cave, three **goblins** are in the middle of wrapping presents when they enter. The numbers of goblins can be adjusted to fit the average level of the group. See "Adjusting Encounters" for suggested numbers.

The candy canes are magical in nature and grant a temporary buff that negates the need for attunement and grants the ability to identify objects just by looking at them. The cookies act as a *potion of healing* and drinking

a mug of cocoa removes one level of exhaustion when consumed. There are enough cookies and cocoa so that each player may have one of each. Players can consume as many as they wish as long as the others are willing to share.

Only those who have consumed a candy cane can pass through the barrier to the North. Once they have done so they can proceed through the barrier into the chamber beyond.

Stepping past the barrier and continuing through the narrow passage reveals a huge chamber beyond. The cavern stretches 120 feet across and a good 75 feet deep. In the rear half of the cavern is on odd sight; a massive Christmas Tree has taken root inside the cave and has grown to over 80 feet tall. Stranger still, the occasional snowflake falls from the ceiling and has given the whole cavern a thin dusting of snow. Poorly wrapper presents litter the floor beneath the tree. A large crackling fireplace can be seen to the Northwest.

A successful DC 10 Intelligence (Investigation) check will reveal what appears to be at least one of the presents meant for the orphanage poorly wrapped a second time and placed beneath the tree.

The players may examine and open the presents in the room but opening more than a few will trigger the arrival of Santa Goblin.

Opening Presents

Presents beneath the tree and those thrown by Goblin Santa contain random magic items determined by the DM. The "Random Magic Items" tables in chapter 7 of the *Dungeon Master's Guide* are especially useful for this.

These items will vanish once Santa Goblin is defeated so it is a fun chance to allow players to use items they've never encountered before.

The Candy Canes consumed by the players will allow them to identify each item as soon as it is seen. Any player may pick up a single item as a free action and use it without the need for attunement. Players may also open presents under the tree, though during combat this requires the Use Object action.

Fighting Santa

When you've decided it is time for Santa Goblin to appear read the following:

A faint jingle of sleigh bells fills the air. The occasional falling snowflakes become more numerous turning to a gentle snowfall. The bells stop abruptly followed by scraping noises, which can be heard coming from the fireplace chimney followed by a cascade of ash and soot knocked loose from above. A cloud of soot billows out and quickly coalesces into the figure of a fat goblin dressed in a red suit with white fur trim, a red nightcap and black belt with a large buckle. He holds a large sack over his shoulder and is wearing an obviously fake white beard that hangs loosely from his chin. Beside him stand four goblins, all wearing strange green outfits with pointed cone shaped hats. The fat goblin steps forward and says angrily, "You take presents? Ho, ho, ho! I give you presents!" He then reaches into his sack and pulls out a terribly wrapped present, which he hurls at the group.

Santa Goblin (see stat block below) and four **goblins** appear in front of the chimney. Santa Goblin grabs presents from his sack and begins throwing them at the players. Begin combat.

Presents thrown by Santa Goblin fall to the ground within 5 feet of his target and their shoddy wrapping falls apart, revealing their contents whenever he throws them.

Lair Actions

Every round after the first on initiative count 20 (losing initiative ties), Santa Goblin takes a lair action to cause one of the following effects:

Make it Snow: Heavy Snow begins to fall in the chamber causing disadvantage on perception checks. Lasts for 1 minute.

Winter Storm: Causes a strong wind to blow in the chamber. Imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall. Santa Goblin can only use this feature if 'Make It Snow' is already active. Lasts for 2 rounds.

More Workers: Summons 1-4 More goblins (based on difficulty of encounter), which appear in a puff of smoke at the fireplace.

Once Santa Goblin reaches half health, he immediately poofs away in a cloud of soot and reappears at the top of the Christmas tree. There he calls out for his trusty reindeer squad, who come running in through the cave entrance.

The fat goblin disappears in a cloud of soot and reappears atop the Christmas tree. "Naughty heroes!" he says with disgust. "My reindeer will eat you up!" He holds a hand to his mouth and with spittle flying shouts "Now Grumpy, now Frumpy, now Gobbles and Spitzen. On Basher, on Slasher on-" he scratches his head as he drops the rhyme. "I forget the rest... Kill them all!" he points down from his perch atop the tree. The sleigh bells can be heard again, faintly at first but growing in volume. Goblins riding Worgs with fake antlers and sleigh bells around their necks race through the entrance of the cave to join the fray.

Two **goblins** riding **worgs** come to his aid. The numbers of goblin riders can be adjusted to fit the average level of the group. See "Adjusting Encounters" for suggested numbers.

The worgs are independent mounts and move and attack without direction from the goblins riding them.

The worgs are embarrassed that they have been made to wear fake antlers. If a worg's rider falls from its back roll a D4. On a roll of 1 the worg will attack their unseated rider before running from the room.

The Christmas tree can easily be set on fire and will spread to the whole tree after one round. Any who enter or end their turn in the fire take 1d10 fire damage. Once the tree is completely engulfed presents will begin to burn making retrieval impossible until the fire is dealt with.

When the battle reaches its conclusion, regardless of the outcome, all items from the presents as well as any remaining goblins and any evidence that they were even there vanish. The players are restored as from a long rest and any players that died awaken as if from a deep sleep. The weather outside returns back to normal. The only thing that remains are the presents meant for the orphanage and any items the players owned but have yet to recover.

Outside the cave the only things remaining are the wagon and the horse.

Conclusion

The players may finish off their journey by safely delivering the presents to the orphanage. When they arrive at the orphanage Sister No and Sister El are overjoyed to see the players and more so the presents. They barely received any donations this year and were worried the children wouldn't be getting any. The nuns quickly help the players unload the presents and thank them again for saving Christmas.

When the players head back outside they notice a small pile of horribly wrapped presents sitting in the wagon that weren't there before. There is also a messily scrawled note that reads: "To Adventurers, Thanks for the fun. Santa Goblin." There is one present for each player containing any treasure the DM thinks appropriate or a single use Magic Carrot, which can be used to summon a snowman.

Santa Goblin

small humanoid (goblinoid), neutral evil

Armor Class 18 (magical red suit +2)

Hit Points 60 (11D6 + 28)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 12 (+1) | 14 (+2) | 12 (+1) | 14 (+2) | 12 (+1) |

Saving Throws Str +3, Dex +3, Con +4, Int +3, Wis +4, Char +3

Damage Immunities cold

Senses darkvision 60 ft., passive perception 12

Languages Common, Goblin

Challenge 4 (1,100 XP)

Legendary Resistance (1/Day). If Santa Goblin fails a saving throw, it can choose to succeed instead.

Presents Everywhere. The presents that Santa Goblin throws contain random magic items.

ACTIONS

Multiattack. Santa Goblin makes two attacks.

Throw Present. Ranged Weapon Attack: +3 to hit, reach 20/60 ft., one target. Hit: 5 (1D4+3) bludgeoning damage.

Sack Attack. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (1D8+3) bludgeoning damage. If Santa Goblin misses with Sack Attack he is unable to attack again this turn.

REACTIONS

Redirect Attack. When a creature Santa Goblin can see targets it with an attack, Santa Goblin cooses a goblin within 5 feet of it. The two switch places, and the chosen goblin becomes the target instead.

LEGENDARY ACTIONS

Santa Goblin can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Santa Goblin regains spent legendary actions at the start of its turn.

Open Present. Santa Goblin reaches into his Holiday Bag of Holding and pulls out a present, which he then opens and uses. Pick a potion of uncommon rarity or lower or a scroll of common rarity at random.

Chimney Skills. Goblin Santa is briefly surrounded by a cloud of soot before teleporting up to 30 feet to an unoccupied space he can see.

Adjusting Encounters

Use the following tables as a guide to adjust the encounters. Party size is assumed to be four.

Goblin Ambush

| Average Level | Enemies |
|---------------|------------------------------------------------|
| 1-2 | 2 goblins (summoning 2 snowmen) |
| 3-5 | 4 goblins (summoning 4 snowmen) |
| 6-10 | 6 goblins (summoning 6 snowmen) |

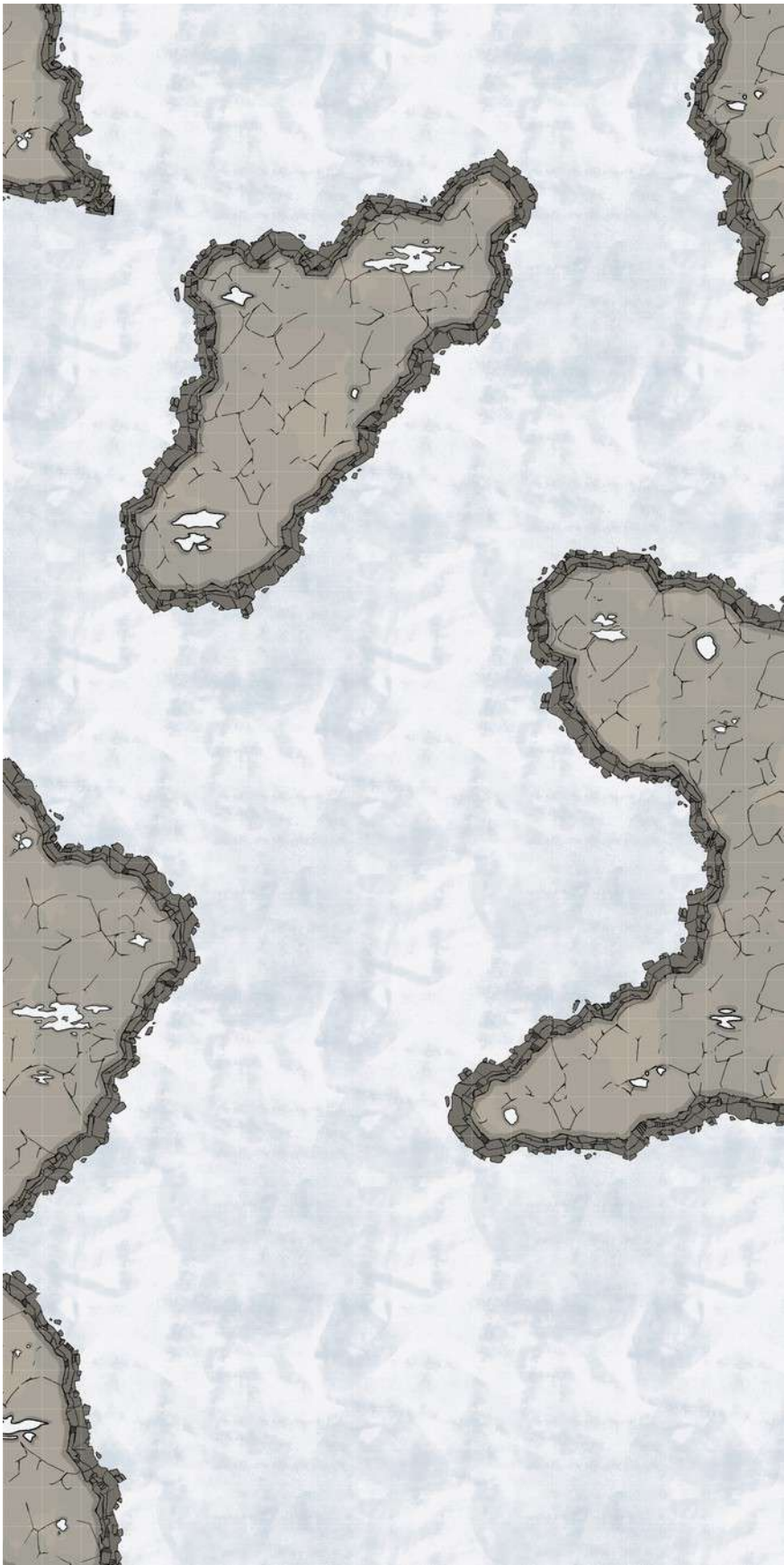
Christmas Cave Front

| Average Level | Enemies |
|---------------|----------------------------------------------------------------|
| 1-2 | 3 goblins |
| 3-5 | 6 goblins |
| 6-10 | 8 goblins , 3 hobgoblins (acting as taskmasters) |

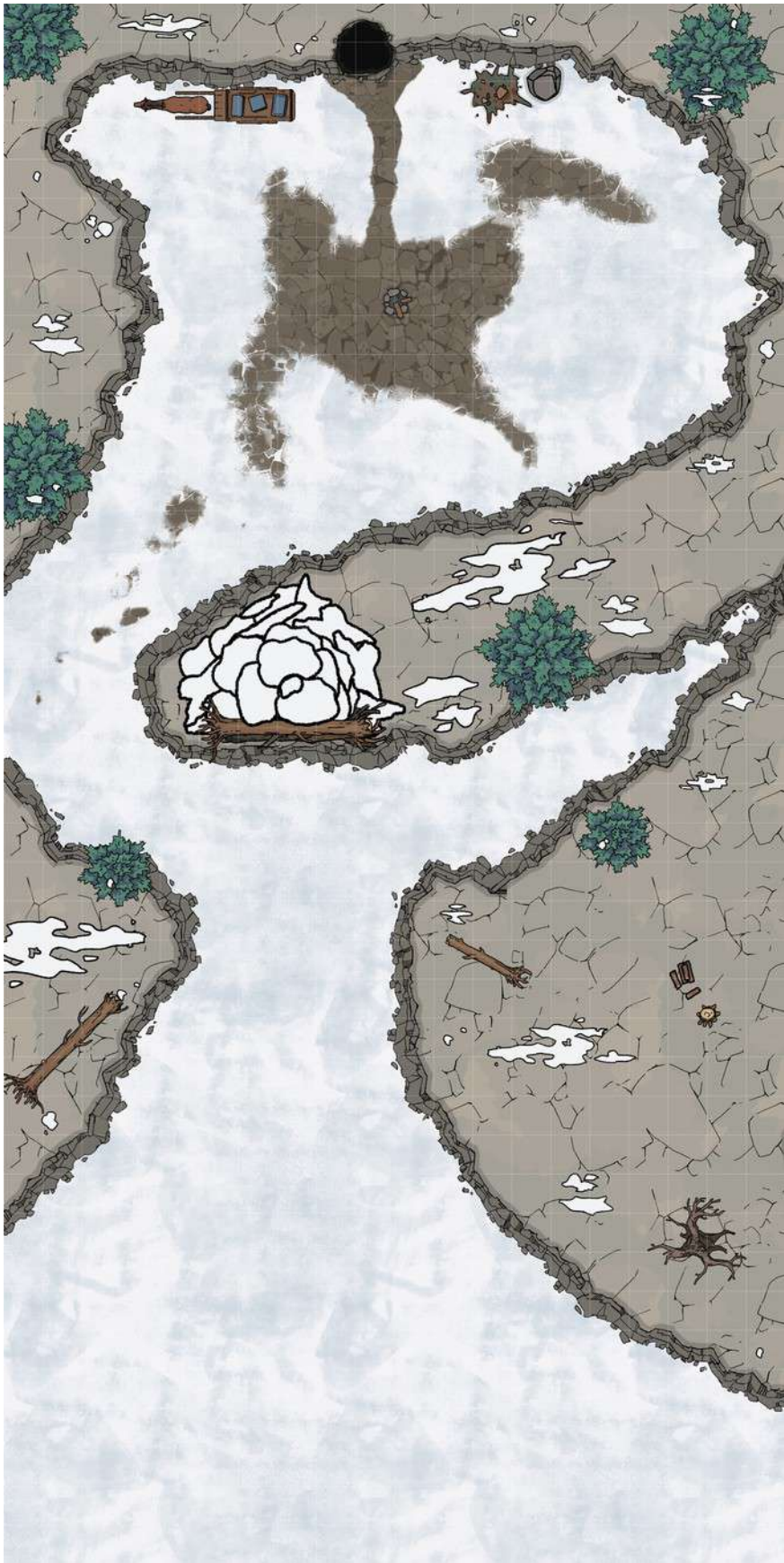
Santa Goblin Fight

| Average Level | Enemies |
|---------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | Santa Goblin (60 hp), 4 goblins at the start of combat. 1 worg with 1 goblin rider appearing when Santa Goblin reaches half health. 1 goblin summoned from the lair action "More Workers". |
| 3-5 | Santa Goblin (80 hp), 4 goblins at the start of combat. 2 worgs with 2 goblin riders appearing when Santa Goblin reaches half health. 2 goblins summoned from the lair action "More Workers". |
| 6-10 | Santa Goblin (100 hp), 4 goblins at the start of combat. 8 worgs with 8 goblin riders appearing when Santa Goblin reaches half health. 4 goblins summoned from the lair action "More Workers". |

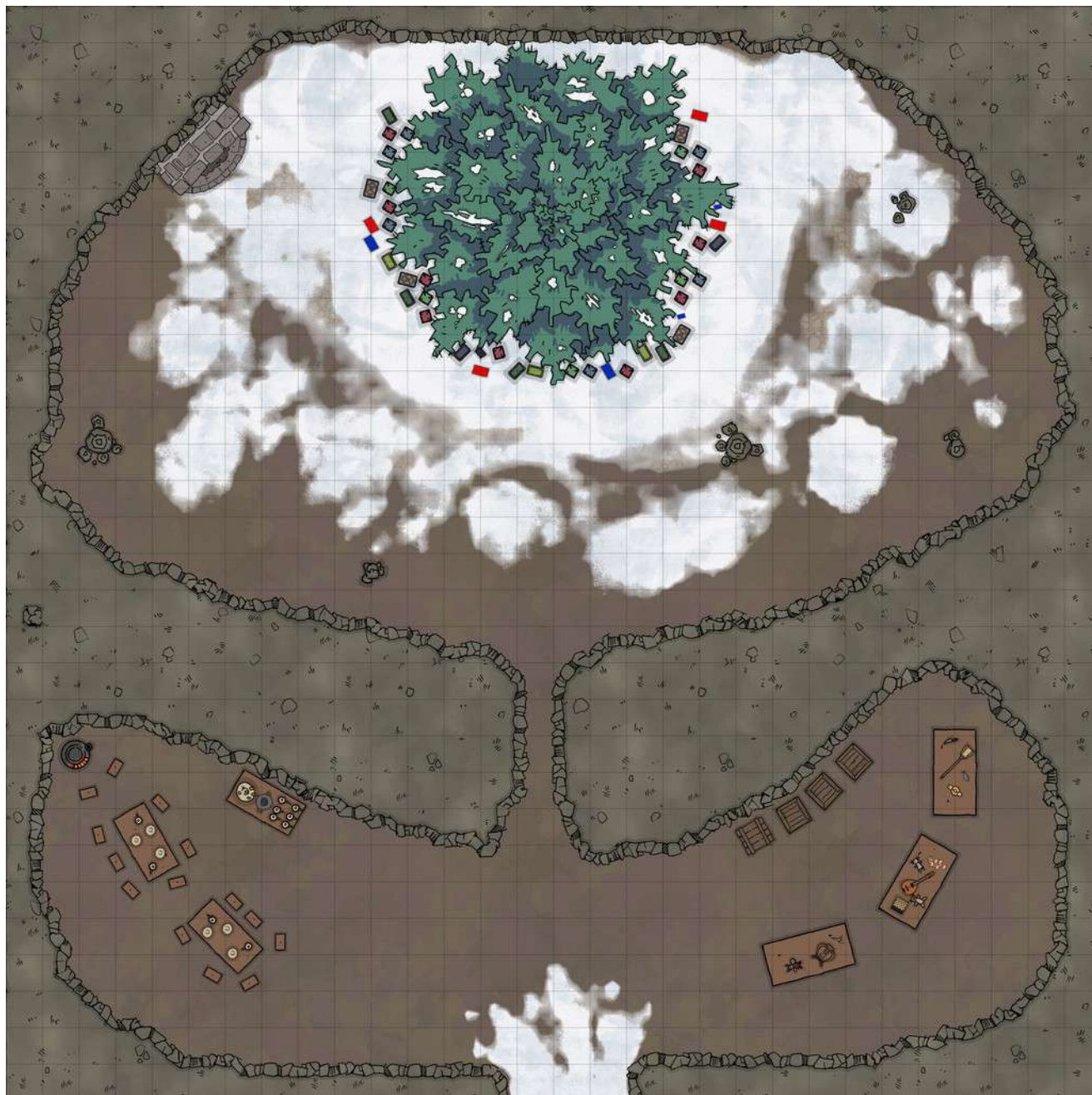
Mountain Path



Cave Entrance



Christmas Cave



Credits

Santa Goblin by Evelyn Reinhardt

Battlemaps made by Robert Reinhardt using Dungeondraft